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# The **ITCHY & SCRATCHY** game™



MATT GROENING



INSTRUCTION  
BOOKLET



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**SUPER NINTENDO**  
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# *The* **ITCHY & SCRATCHY** *game*™



They fight, and bite, they fight and bite and fight! They're Itchy & Scratchy, Springfield's favorite cartoon duo, and they're fighting and biting their way onto your Super Nintendo Entertainment System® in The Itchy & Scratchy Game! If you want suspense... romance... You'll find it in The Itchy and Scratchy Game!!! It's 7 levels of all-new,

all-American  
cartoon hijinks  
featuring  
Springfield's  
best loved  
cat and  
mouse  
team!!



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## Itchy & Scratchy: A Scientific Explanation:



It is a fact that cats and mice are natural enemies. Thus it is natural that a cat would seek to eat a mouse. And it is only natural that the mouse would try to escape. But what if the cat, before he ate the mouse, sought to chop him up with, say, an axe. Well then, would it be wrong to assume that the mouse would defend itself with a bottle of acid?

Obviously not. If the cat tried dropping a 10-ton weight on the mouse, one could argue that the mouse might tie the cat to the railroad tracks, running him over several times and shooting him with a gatling gun as a pre-emptive measure.

Is any of it implausible?

Of course not! It's all just part of the natural order of things. So Itchy and Scratchy are only natural!



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# The Itchy & Scratchy Loading Instructions:



1. Remove the Itchy & Scratchy™ Game Pak from its box.
2. Make sure your Super Nintendo Entertainment System® is OFF.
3. Insert your Itchy & Scratchy Game Pak as described in your Super Nintendo Entertainment® System Manual.
4. Turn the Power ON.

**WARNING:** Never insert any foreign object into your Super Nintendo®!!!

When you see the Itchy & Scratchy Title Screen, you can choose to either Start Game or go to the Options Menu. Use the CONTROL PAD to highlight your choice and the START BUTTON to select it.

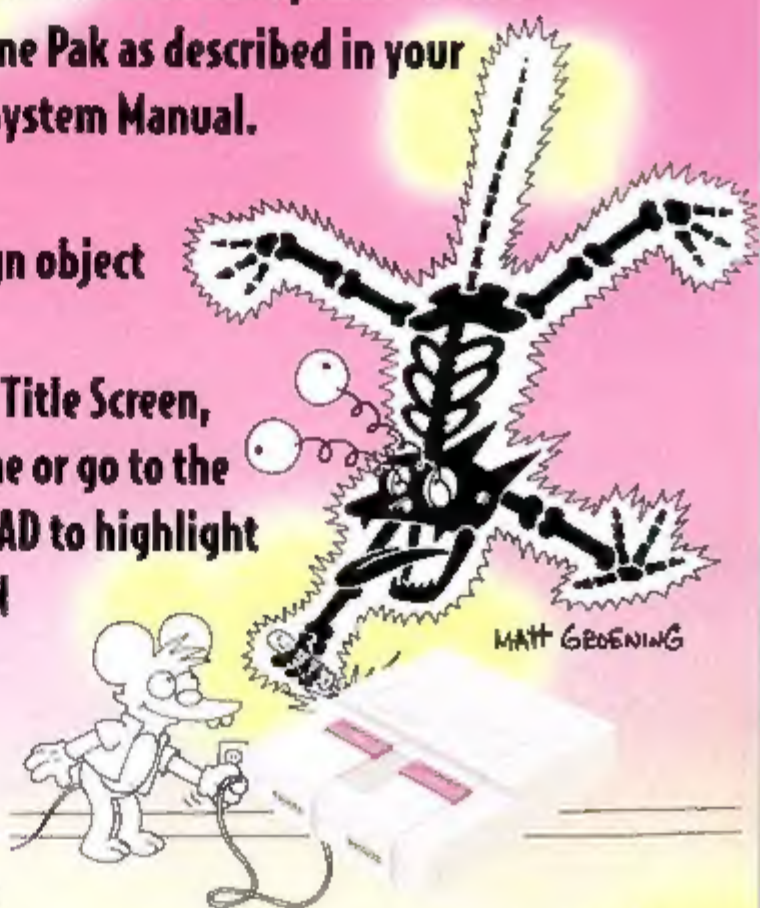
## The Itchy & Scratchy Options:

If you've selected Options Menu, you will be able to set the following game options. Use the CONTROL PAD to highlight and change each of the following options:

**Button Configuration:** Enables you to determine how Itchy will be controlled throughout all seven levels of lunacy!

**Difficulty:** Sets whether Itchy's war on Scratchy will be Easy, Medium or Difficult!

**Exit:** Returns you from the Itchy & Scratchy Options Menu to the Itchy & Scratchy Title Screen if you press the START BUTTON.





# The Itchy & Scratchy Gameplay Instructions:



Ready for some high-caliber hijinks?!? Because Scratchy's loose again and the chase is on!!! But this time, the mischievous cat means war. He's got nine lives, a mountain of munitions, and an army of "Scratchlings" all poised to help finish off Itchy once and for all! Itchy has only his wits and his speed. If he's lucky, it might just be enough to defend himself against his old nemesis. If he's really lucky, he might find a bazooka to help him along!!! Itchy's default controls are as follows. Buttons can be reconfigured in the options screen:



Survival is the key to the Itchy & Scratchy Game. Whoever survives each cartoon is the winner. Both Itchy and Scratchy have energy bars at the top of the screen. They begin each new cartoon with a full energy bar. Each time either Itchy or Scratchy



get hit, their energy goes down a certain amount.

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When Itchy runs out of energy, Scratchy wins and the

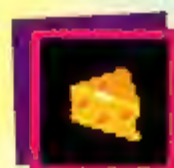
**Itchy & Scratchy Game is over (although you may use one of your continues to extend it). When Scratchy runs out of energy, he goes to the kitty netherworld. There he is granted one final opportunity to rest in peace instead of in pieces. His task: to use a giant rodent remover to knock off his pal once and for all!!!**

**Each cartoon set is a complex maze full of ladders, platforms, buttons and the occasional mousehole, all offering wonderful opportunities for both ambush and escape. To press a panic button, hit it with the mallet by pressing the Y BUTTON. To enter a mousehole, press the CONTROL PAD UP when standing in front of it.**

**Also in each cartoon setting, there are many things for Itchy to pick up. To collect them, run into them. Each piece of cheese Itchy collects will enable him to zoom for a few moments, allowing him to escape the clutches of his nemesis Scratchy, or to bear down on and attack him. To eat the cheese, press the A BUTTON.**

**Discovering a heart increases Itchy's energy level!**

**Also, in each cartoon, there is a specific pick-up which will help Itchy thwart Scratchy's contraption at the end of the level. The number of cheeses, lives**



**Cheese  
Icon**



**Heart  
Icon**

**left and level pick-ups are noted on-screen on the status bar.**

**Another type of pick-up which Itchy will encounter is the weapon pick-up, described more fully in the next section.**





# The Itchy & Scratchy Arsenal



Both Itchy and Scratchy begin each level with a mallet. But within each cartoon are dozens of different weapons which can be collected and used, some by Itchy, some by Scratchy, and some by whomever reaches them first. Unfortunately, Itchy can only carry two weapons (in addition to his mallet) at a time. To pick a weapon up, run into it. To switch from the mallet to a pick-up weapon or vice-versa, press the X BUTTON when in front of it.

The Arsenal is as follows:

## Axe

Description: Chops

Used By: Itchy & Scratchy



## Antique Pistol

Description:

Duel purpose weapon

Used By:

Itchy & Scratchy



## Bazooka

Description: Your standard blow-up-the-mill bazooka

Used By: Itchy



## Bomb

Description: Explosive throwing weapon

Used By: Itchy & Scratchy



## Burning Torch

Description: C'mon baby,  
light Scratchy's fire!  
Used By: Itchy



## Boomerang

Description: The weapon that  
keeps coming back for more!  
Used By: Itchy



## Cannon

Description: Hello Mudder,  
Hello Fodder  
Used By: Itchy & Scratchy



## Chainsaw

Description: Play "This Old Mouse"  
Used By: Itchy



## Cinder Block

Description: De-construct your opponent.  
Used By: Itchy & Scratchy



## Cutlass

Description: This ain't your  
father's sword!  
Used By: Itchy & Scratchy





## Dinosaur Bone

Description: Fossilitates a quick victory

Used By: Itchy & Scratchy



## Dynamite

Description: Chuck 'n' duck

Used By: Itchy & Scratchy

## Executioner's Axe

Description: Axe no questions, tell no lies

Used By: Itchy & Scratchy



## Flamethrower

Description: Propose a toast!

Used By: Itchy



## Exploding Rocks

Description: Throwing explosives

Used By: Itchy & Scratchy

## Flaming Bow and Arrows

Description: Make Scratchy (a) quiver

Used By: Itchy



## Frying Pan

Description: The non-stick variety

Used By: Itchy



## Gatling Gun

Description: Rat-a-tat-a-ttack

Used By: Itchy



## Gas Pellet

Description: Causes an inflated sense of self!

Used By: Itchy



## Hammer

Description: No pain, no gain

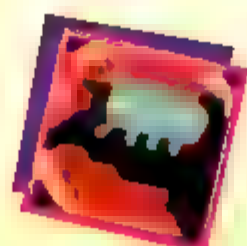
Used By: Itchy & Scratchy



## Harpoon Gun

Description: Save the whales, get Scratchy instead

Used By: Itchy & Scratchy



## Hot Rivet Gun

Description: Absolutely riveting

Used By: Itchy



## Mace

Description: The old fashioned kind, not the spray

Used By: Itchy & Scratchy



## Mallet

Description: The default weapon

Used By: Itchy & Scratchy

## Machine Musket

Description: If this didn't exist,  
it probably should have

Used By: Itchy



## Oar

Description: Oar what...?

Used By: Itchy



## Rocks

Description: Nature's cannonballs

Used By: Itchy & Scratchy



## Shovel

Description: Dig it, man

Used By: Itchy



## Sheriff Stars

Description: They shur(iken) seem to fly nicely when thrown!

Used By: Itchy & Scratchy

## Starfish

Description: Throwing Weapon

Used By: Itchy & Scratchy



## Swordfish

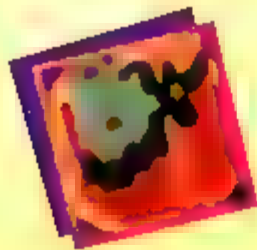
Description: Go fish

Used By: Itchy & Scratchy

## Tomahawk

Description: Native American Axe

Used By: Itchy & Scratchy



## Van De Graaff Generator

Description: A shocking experience

Used By: Itchy & Scratchy

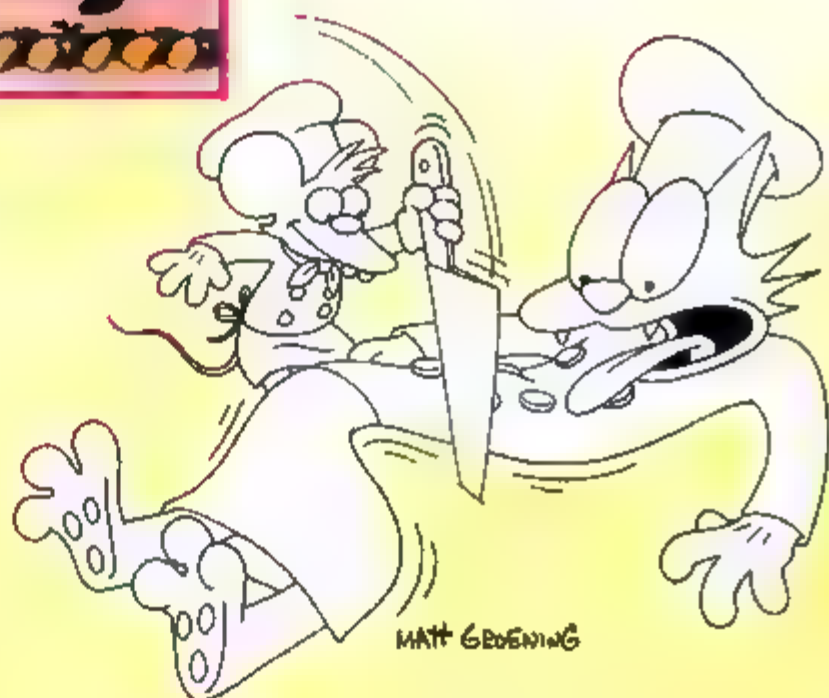


# The Itchy & Scratchy Cartoons



## Cartoon 1: Juracid Bath

It's prehistoric pandemonium as Itchy and Scratchy try to make one another extinct in this Jurassic-era setting. But Itchy and Scratchy are not alone. There's dinosaurs, volcanoes and lava pits in them thar hills, which could bring the cartoon duo's health to rock bottom if they're not careful. And Scratchy's hired a motley crew of sabre-toothed cave cats to help him put Itchy in a museum. Collect the dinosaur bones to defeat the Juracid Boss!!!



## Cartoon 2: The Medieval Dead

Although a man's home may be his castle, when Itchy and Scratchy arrive, it's every man for himself! From the drawbridge to the ramparts, Itchy and Scratchy plan to duke it out in a knight to remember. But the castle's haunted, and ghosts don't like intruders. So watch out for the cat-combusting gargoyles and mouse-macing suits of armor. Not to mention the mercenary menace of Scratchy's weapon-wielding army of Scratchlings. Watch for the sugar cubes laying around; they can help you with the delicious demon-designed boss!



## Cartoon 3: Mutilation on the Bounty

Scratchy's out to give Itchy a peg-leg, a peg-arm, and even a peg-head if he gets his way. And he's got a crew of scurvy cats out to help make the marauding mouse walk the plank! But the flag's not flying at half mast yet. Itchy's got a few tricks available which certainly won't

prove very jolly for Scratchy!!! Find the cannonballs for help with the boss, Captain Blah!!



## Cartoon 4: The Pusseidon Adventure

It's a game of catfish and mouse in the octopus' garden! Scratchy's swimmingly confident, but don't let his confidence throw a wet blanket on your fun. Use the starfish to corral the yellow submarine, and send him back to the briny deep!



## Cartoon 5: The Magnificent Severed

It's a whole mesa trouble out in the old west! Scratchy's determined to wrangle some rodents and is looking for a showdown, whether it's high noon or 5 o'clock. So if Itchy finds himself in trouble, he should gopher the

nearest exit! And in the wild, wild west, things might get rather prickly for you unless you use the cacti to fight off the boss! Get along little kitty.



## Cartoon 6: A Site For Sawed Eyes

Build a better mousetrap and the world will beat a path to your door! But as far as Itchy's concerned, the only beating that's gonna happen at this construction site will be to Scratchy. The tension's building in the building as Scratchy tries one last time to de-construct Itchy. His Scratchling hard hats are determined to nail Itchy once and for all, but Itchy still may wrench victory from his nemesis if his luck and his brick pick-ups both hold out.



## Cartoon 7: The Disassembly Line

Itchy and Scratchy are having industrial-size fun as they try to manufacture each others' demise in this factory! Hi-tech hijinks abound

as Itchy must contend with all manner of machinery, plus some Scratchy-installed security! But if you throw enough wrenches into the works, Scratchy's blueprint for success may have to go back to the drawing board.



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